

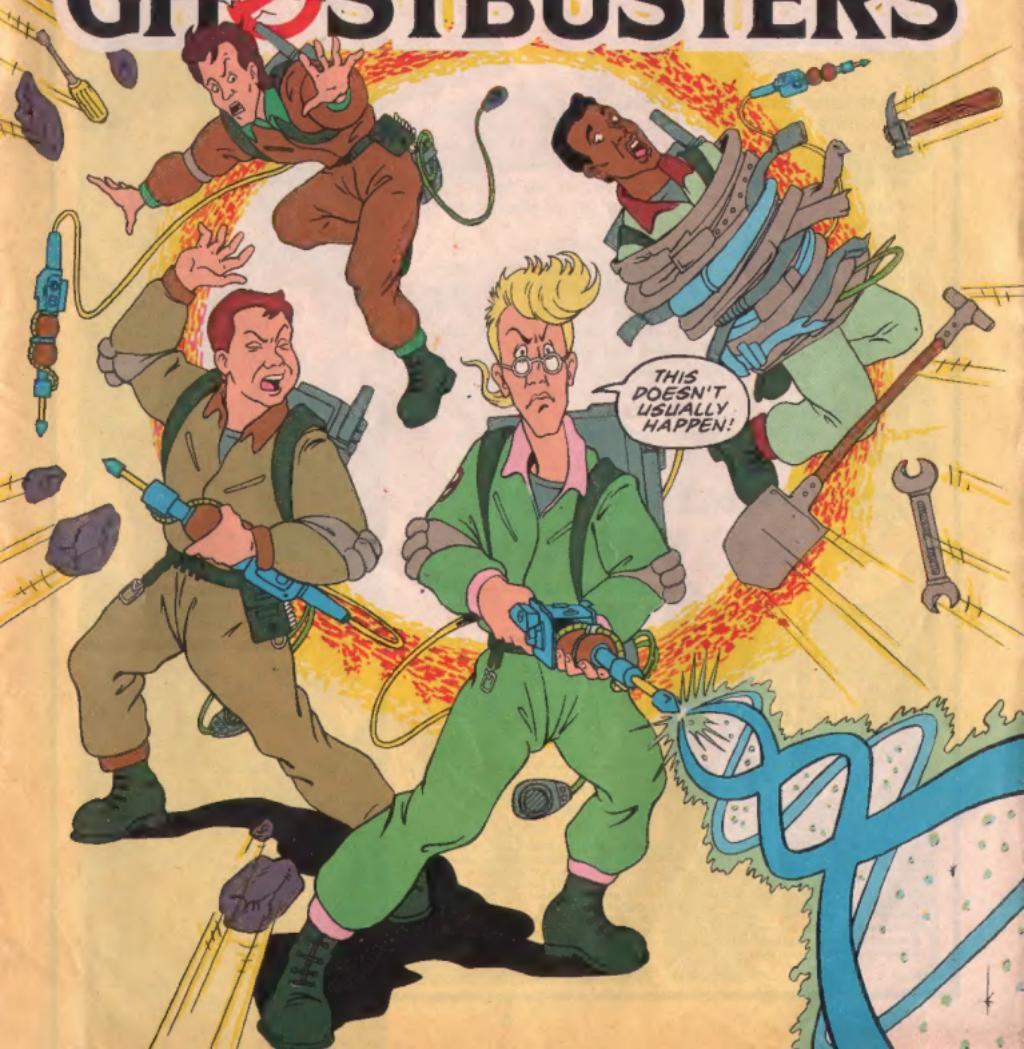
**SECOND GREAT ISSUE! ALL-NEW STORIES!**

**MARVEL**  
9th April 88

**N02 38p**

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# THE REAL GHOSTBUSTERS™



THIS  
DOESN'T  
USUALLY  
HAPPEN!



Just when you thought it was safe to come out of hiding after the last hysterically terrifying issue of **The Real Ghostbusters** – they're back! Stand by for another twenty four pages of ESP (Extra Sensory Pandemonium!) in the magnificent Marvel manner, as we follow the valiant Ghostbusters into another set of unnecessarily dangerous situations.

The Real Ghostbusters: professional supernatural eliminators committed to curing all your paranormal problems and preventing any and all infernal activity – or your money back! In two of this issue's nail-biting tales, the Busters find that when the suspense starts building, it's a building itself that's the source of the problem! Also in these pages, you can hear Peter's opinion of Egon's driving skills, and in **A Hard Day's Fright** you can find out why, for the Real Ghostbusters, a change is not necessarily as good as a rest!

The Real Ghostbusters: they're here to save the world. Again!

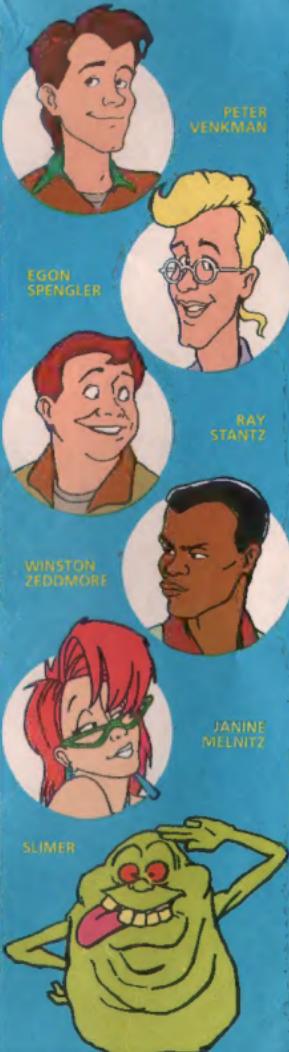
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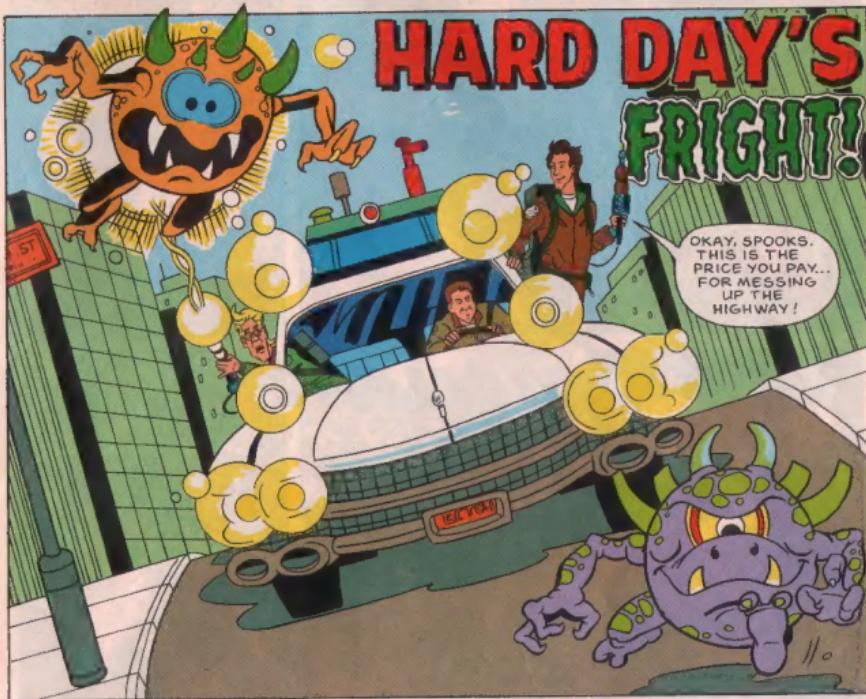
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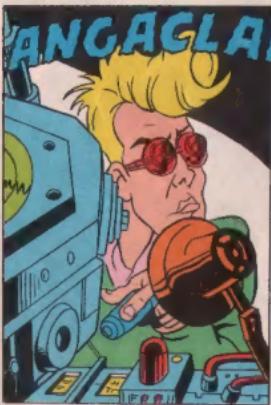


# THE REAL GHOSTBUSTERS™



Story JOHN CARNELL Art ANDY LANNING and DAVE HARWOOD Lettering GORDON ROBSON Colouring HELEN STONE

NOT MUCH LATER...









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# VISIONARIES

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# EGON SPENGLER

Described by some as a 'New Wave Mr Spock', Egon Spengler is something of an eccentric and has dedicated his life to the study of the paranormal – almost to the total exclusion of anything else. His sole hobby consists of collecting spores, moulds and fungus. When he's wrapped up in a problem, he is oblivious to anything else – up to, and including, the end of the world! He does have a soft spot for Janine, the Ghostbusters' receptionist, but he lives in a world that is very much his own – a place filled with equations, strange inventions and heaven-knobs-what – and he has little time for romance. It was Egon who designed and developed the special ecto-containment equipment which helped the Ghostbusters become such a success. Whenever a problem requires the invention of a new device, Egon's the one to whom the task falls. In the body Ghostbuster, Egon would be the brains.



# SPENGLER'S SPIRIT GUIDE

Let us consider Demons. Demons are usually very ugly, occasionally illiterate, often very big and absolutely always foul-tempered, evil-natured and unwholesome. They also smell very bad indeed. Unlike true ghosts, which are usually at least partly composed of human spirit, the demon is wholly supernatural in origin, dwelling in an alternative, evil dimension and materialising on Earth to generally mess around with peoples' well-being with a view to eternal damnation and the end of the world as we know it. Thanks to us, however, this doesn't usually happen.

The thing to remember is never, ever, invite a demon in for a cup of tea or to watch *Dracula has Bitten my Brother* on your video. The film in particular may give him bad ideas, but at least with the tea, you can slip away and escape under cover of an excuse about finding some biscuits. Any attempt to talk a demon out of destroying New York City or eating your goldfish is futile. Never try it. It is very, very dangerous, and also most unscientific: the only sure way of dealing with a demon is to call the Real Ghostbusters and let us fry the malevolent, malodourous moron for you.

But before you can call us, you have to be sure it is a demon you're dealing with, and not your Great Uncle Bradley Gump from Vermont turned up on an unexpected visit. You wouldn't want us to



## PART 2

toast your uncle, would you? I thought not.

So here's a helpful guide to demonic characteristics, presented with the help of my colleagues. All part of the Real Ghostbusters Public Information Service.

### CHARACTERISTICS: 1. SIZE

If the suspect is over twelve feet tall, you can be pretty sure that he's either a demon or a tree. Feeble excuses may be made about height, like "I'm sorry about the stilts" or half-hearted attempts may be made to disguise it, like putting on a big overcoat, but these only emphasise the problem and make the demon look like a circus tent. Winston has something to say on this: "Height is a crazy give-away. Only last week, I met a demon on fifth Avenue. 'Hey' I said, 'You're a demon, and no mistake.' 'No way,' he replied, 'I'm an accountant', and then he

banged his head on a third storey window box. After that, he was history."

### 2. BEHAVIOUR

It is also easy to spot a demon if he comes over to you and says "Excuse me, Mortal, can you show me the way to Chicago, as I wish to cause chaotic catastrophe and destroy all human life." No subtlety, Demons. By the way, in that situation, don't give him directions...

### 3. HORNS, TAILS OR OTHER APPURTENANCES

Peter Venkman: "Okay, so how many times have you seen a bank clerk with a tail, a taxi-driver with horns, a waiter with wings, or a shop assistant with pointy teeth, forked tongue, slit green eyes and a pitch fork crackling with hellfire and mystical energy? Often? Wow, you live in a tough neighbourhood!"

### 4. EXTRA LIMBS

Ray Stantz: "Number of limbs is a real easy clue. Count them. Subtract four. The answer should be zero. The Transylvanians have an old saying that we could consider a useful safety tip: 'Four limbs on a stranger - no danger. Seven legs and an extra arm - sound the alarm.' During the famous Massachusetts Main Street Disturbance of 1912, the culprit was found to be a millipede-like demon who was on the rampage trying to find a shoe shop that stocked one hundred and forty-two pairs of size 15 sandals."

# THE GHOST THAT NEVER WAS!



Story JOHN FREEMAN © Art BRIAN WILLIAMSON and DAVE ELLIOTT



When ECTO-1 swung into the long driveway of the home of Erskine Childers the Third, none of the Ghostbusters were expecting to be greeted by the sight of an English castle ahead of them, complete with drawbridge and turreted towers. Janine had just told the boys that there was a standard ghost bust in New England, a big fee for the job and they couldn't be seen for dust.

But as the Ghostbusters pulled into the courtyard in ECTO-1 and were greeted by Erskine Childers himself, they knew this was not going to be a regular bust. The red-faced, fat old gentleman who hurried them into the spacious hallway, was obviously very rich and a big show-off. He was also very upset.

"About time you got here," said Erskine. "I called your bally office over an hour ago."

"Sorry Mr. Childers," said Peter, as the team got their busting equipment out of the car. "We got caught in a traffic jam of Rolls Royces on our way here." If Erskine spotted this dig at the rich area he lived in, he gave no indication. "Well, don't hang about," he snapped. "I'm paying good money to have you remove this ghost, not stand around chattering. Follow me." The billionaire puffed his way up the stairs, motioning the Busters to follow him. "I've had this whole castle shipped over from England piece by piece," Childers explained. "The last part was just being rebuilt when the haunting started."

"You bought this castle?"

"Hardly. I actually inherited it from some distant relations. Couldn't stand the idea of living in a damp place like England, so I brought the castle over here. Ah, here we are."

The haunting spot was a stairway and balcony, still in the process of being reassembled. Scaffolding and building equipment lay scattered all over the area. "Looks like the builders left in a hurry," said Ray, checking the area with his PKE Meter which bleeped loudly.

"The ghost started throwing things around, including a few chunks of stone. Scared the builders and the servants away," said Childers. "Dashed bad timing too. I mean a haunting adds to the place, but I can't have it smashing the place up having gone to all the trouble of getting it here. There was going to be a big costume party tonight to celebrate the finishing of the castle..."

"I'm sure we can have this ghost trapped and off the premises within the hour, sir," quipped Ray. "We've got plenty of experience in these matters."

"Better use some then," said Winston, "because there's the ghost!"

A wispy figure in what looked like Elizabethan dress — Ray remembered some pictures he had seen of Sir Francis Drake in a magazine — appeared out of thin air, and pointed an accusing figure at the Ghostbusters, moaning loudly. As the team went for their Proton Guns and Egon placed a ghost trap on the floor, the temperature in the corridor dropped suddenly. "Watch out!" shouted Egon. "It must be planning something big!"

Sure enough, large pieces of stone rose from the floor and began flying towards the Ghostbusters. Erskine gave a frightened shriek and ran for safety. One of the stones hit Peter and knocked him down the corridor. Winston fired

off his Proton Gun towards the ghost, but his aim was spoiled slightly by the scaffolding that suddenly wrapped itself around him and sent him flying down the corridor after Peter. "Fall back!" urged Egon to Ray, who was watching his friends float away in amazement. "We've got to help them!"

With one last look at the ghost, Ray followed Egon. They soon caught up with the two trapped Busters, Erskine standing over the puzzled Peter, waving his arms. "Experienced, eh? I'm not very impressed!"

"This may take a little longer than we thought," Peter replied, rubbing his sore ribs as he stood up. "Anyone get a good look at the ghost?"

"Yeah, I did... " said Ray, "...and it looked awfully familiar."

"Face it, it just looked awful," said Winston as Egon helped him out of the scaffolding. "We've got to bust that thing fast before someone gets badly hurt. Is there another way up to that balcony. Mr Childers?"

"I'm afraid not."

"Looks like it'll have to be a head-on, frontal assault!" said Ray.

"You go first, Egon."

"Thanks, Peter."



The Ghostbusters moved back towards the balcony, treading carefully through the broken stones that the ghost had hurled earlier. The PKE meters went crazy again, and the ghost reappeared. "Proton Guns, full charge!" shouted Peter.

"Wait!" Ray cried. "Look at the ghost!"

The ghost seemed to be pointing at the floor in front of the Ghostbusters. Egon examined it. "This is where the balcony joins the corridor," said Egon.

"Looking at the stonework, I'd say there was every chance that this would collapse if someone stood on it for too long," said Ray. "The builders have really messed up here..."

"So the ghost has been trying to warn us?" said Winston.

"No doubt about it. We'd better tell Mr Childers straight away!" With a howl of delight, the ghost gave a bow to the Busters, Ray especially, and vanished. Ray turned to the others. "Guys! There's something weird about this!"

But before Ray could say anything more, Childers came hurrying up the corridor with Egon. "Thank goodness," he said. "I'll have this sorted out straight away. To think, I was going to open the party from this very balcony!"

"In costume?" asked Ray.

"Of course," said the smiling Childers. "Why don't you come along and see it?"

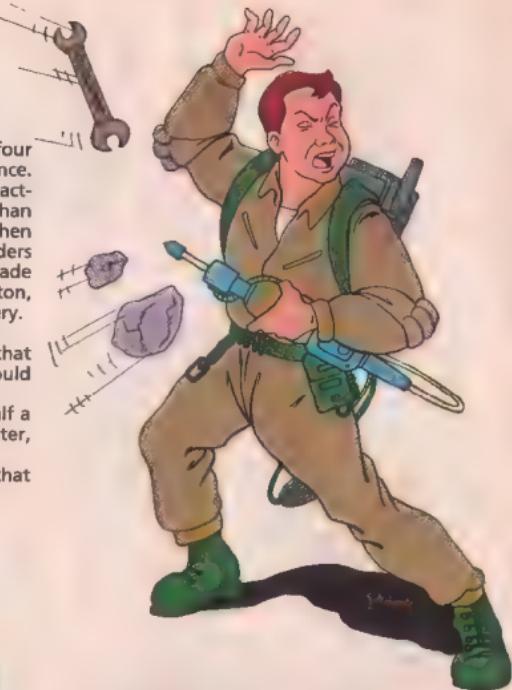
In the bustle of the costume party, the four Ghostbusters hardly got a second glance. Janine, the Ghostbusters' secretary, was attracting quite a lot of attention in her Elizabethan costume but, as usual, Egon didn't notice. Then came the official opening, and Mr. Childers appeared on the balcony which had been made safe. "But, but—that's the ghost!" said Winston, staring at their host in his Elizabethan finery.

"I know," said Ray, "weird, isn't it?"

"If Mr. Childers had been killed by that balcony collapsing," Egon said, "then he could have become a ghost..."

"But, in this case, the ghost appeared half a day before it should have," finished Peter, drinking champagne.

"You mean, we nearly busted a ghost that wasn't a ghost?" said Winston.



"Might it not just have been one of Childers' English ancestors, warning him?"

"I don't suppose it really matters, does it?" said Childers, who seemed to have appeared from nowhere carrying a tray of drinks.

"The main thing is, no-one was killed..."

"And we got paid because the ghost hasn't reappeared," grinned Peter.

"Can I get you a refill, Mr. Venkman?" said Childers.

"Sure," said Peter, putting his empty glass on the tray. Ray nudged his arm. "Peter, if you're talking to Mr. Childers..."

"Yes, Ray?" Peter said wearily.

"Then who is that talking to Janine on the other side of the room?"

Peter turned to see Childers coming down from the balcony, arm-in-arm with Janine, chatting merrily. Peter turned back to the other Childers, who grinned at him and disappeared in a puff of ectoplasmic smoke. The glass fell to the floor with a crash.



# NEXT ISSUE:



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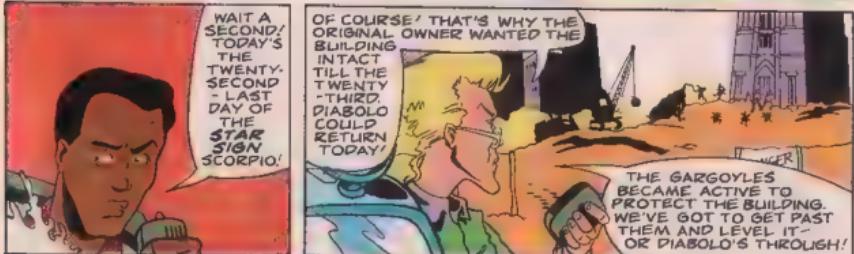
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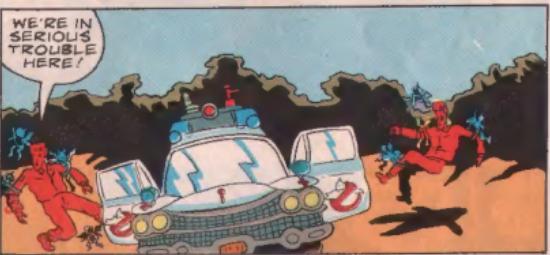
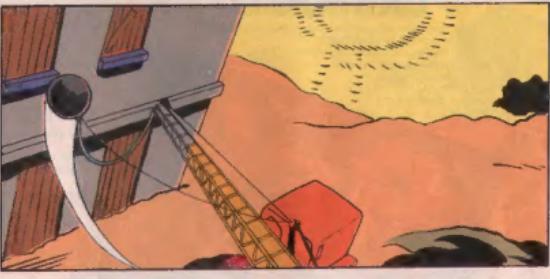
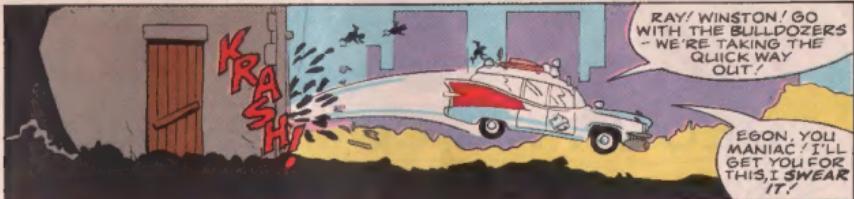












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Coco and his jungle friends—Gorilla, Baboon, Monkey, Parrot, and the ever will meet: Shorin' Giraffe, because of the gang who is so tall he is higher than the trees; Alice Anteater, who spends his days chewing ants, can be seen on the next page up to their usual prickle. But they are missing one thing—colour. See how colourful you can make the pictures. You don't have to use just crayons, how about felt pens, paints, or collage or anything else you can think of? All you have to do is make the picture as clever and fun as the characters in it.

not too neat?

Once you have coloured in your picture, send it in with the coupon to the following address: **Kellogg's Coco Pops Competition, 164 Great Charles Street, Birmingham B3 3HU.**

To enter we insist that the last post on April 30th 1988. And don't forget to write the name of the character you have coloured in the top left hand corner of your drawing.

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With the mascot and the hologram feature one of the characters from Coco's gang and there are even more stencils to collect.

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#### COMPETITION RULES

Copyright of all entries will belong to Kellogg Company of Great Britain Ltd.

No entries can be returned.

The competition is open only to residents of the UK. It is not open to employees of Kellogg Company of Great Britain Ltd, their families, advertising and service agencies.

The decision of the independent judges appointed by Kellogg will be final. No correspondence will be entered into.

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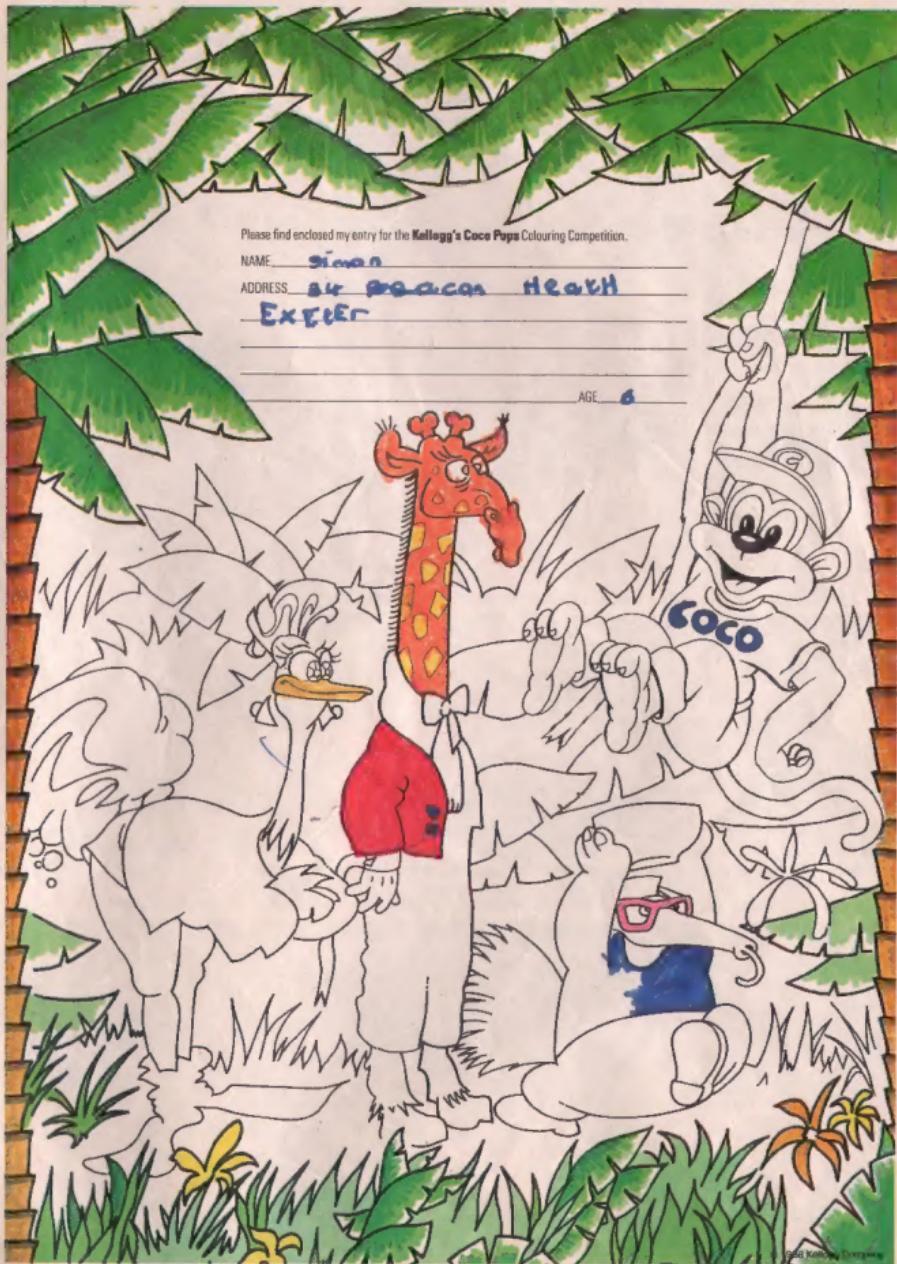


Please find enclosed my entry for the Kellogg's Coco Pops Colouring Competition.

NAME Simon

ADDRESS 84 Beacon Heath  
EXETER

AGE 6



# WHO YOU GONNA CALL?

OUR FEARLESS HERO  
PETER VENKMAN  
IS ON A BUST!  
LITTLE DOES HE KNOW  
THAT THE 'GRABBER  
GHOST' IS BEHIND  
HIM! BUT WORSE IS  
YET TO COME!

HMM!!  
WHERE DID THAT LITTLE  
CITTER GET TO?



IT'S THE BUG-EYE  
GHOST READY TO GIVE  
PETER A REAL  
EYEFUL!



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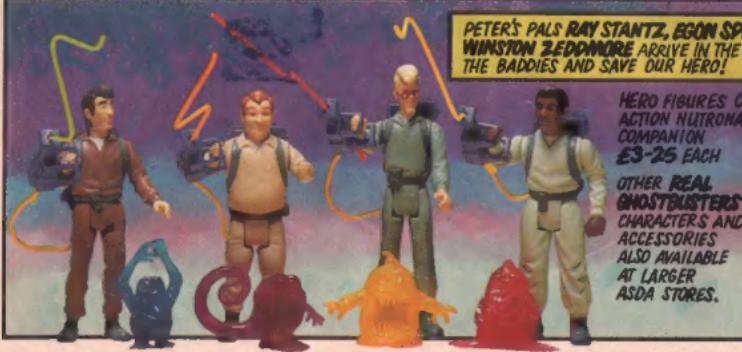
AND SLUDGE  
BUCKET  
BUBBLING OVER  
WITH GOOEY,  
GOOPY GOOP!



AS IF THAT ISN'T GHOULISH  
ENOUGH, WHO SHOULD APPEAR  
BUT THE STAY PUFT  
MARSHMALLOW MAN!!!

WHO'S GONNA CALL? THE GHOSTBUSTERS

PETER'S PALS RAY STANTZ, EGON SPENGLER AND  
WINSTON ZEDDMORE ARRIVE IN THE NICK OF TIME TO BUST  
THE BADDIES AND SAVE OUR HERO!



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